



AYDIN ADNAN MENDERES UNIVERSITY COURSE INFORMATION FORM

Course Title		Basketball							
Course Code		REKB111		Course Level		First Cycle (Bachelor's Degree)			
ECTS Credit	4	Workload	98 (Hours)	Theory	2	Practice	1	Laboratory	0
Objectives of the Course		To teach basic principles and tactics of individual and team play, basic technical stances, ball holding, passing techniques							
Course Content		Description, history, basic stance, pass, ball control, dribbling, smash, rebound, deception, individual and team defense, team attack, fast attack, game systems and rules							
Work Placement		N/A							
Planned Learning Activities and Teaching Methods				Explanation (Presentation), Demonstration					
Name of Lecturer(s)		Ins. Gülen VURAL							

Prerequisites & Co-requisites

Equivalent Course	REKB212
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Assessment Methods and Criteria

Method	Quantity	Percentage (%)
Midterm Examination	1	40
Final Examination	1	70

Recommended or Required Reading

1	Sevim, Y. 2002, Basketbol Teknik-Taktik-Antrenman, Nobel Yayınevi, Ankara, 370.
2	2. Sevim, Y., 2002., Basketbol'da Kondisyon Antrenmanı, Nobel Yayınevi, 170 s.

Week	Weekly Detailed Course Contents	
1	Theoretical	General information about basketball
2	Theoretical	Definition of game history and game rules
3	Practice	Basic technical stops, movements and stops
4	Practice	Basic technical ball holding and ball holding technique development work
5	Practice	Basic technical pass and teaching methods
6	Practice	Basic technical dribbling and teaching methods
7	Practice	Basic technical shooting (basic principles and one-handed shooting)
8	Intermediate Exam	midterm
9	Practice	Basic technical smash (turnstile-right turnstile)
10	Practice	Basic principles of Rebaunt
11	Practice	Basic principles of screening
12	Practice	Basic principles of screening
13	Practice	1x1 attack and defense 2x2 attack and defense
14	Final Exam	final

Workload Calculation

Activity	Quantity	Preparation	Duration	Total Workload
Lecture - Theory	14	2	2	56
Lecture - Practice	14	1	2	42
Total Workload (Hours)				98
[Total Workload (Hours) / 25*] = ECTS				4
*25 hour workload is accepted as 1 ECTS				

Learning Outcomes

1	To be able to define game and game rules
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2	. To be able to apply collective attack techniques.
3	To be able to explain offensive attack techniques
4	To be able to apply ballless attack techniques
5	To be able to explain individual defense techniques
6	To be able to explain individual defense techniques

Programme Outcomes (Recreation)

1	Students have comprehensive and systematic information about concepts, principles, theories, facts in disciplines related to Recreation in Recreation field and use and interpret these information in workplace
2	By specialising in certain studies of profession related to Recreation, students carry out planning and control functions in the field.
3	By using the knowledge about Recreation, students fulfill responsibilities in league with other occupational groups
4	Students carry out the recommendation and coordination functions, and plan activities related to Recreation
5	Students behave in accordance with the codes of ethics and laws and regulations related to right and liability of Recreation field.
6	Students analyse by using the known techniques related to Recreation
7	Students fulfill scientific information responsibility related to Recreation and research
8	Students develop positive behaviour and attitude towards healthy life-long sport
9	Students set an example as a model to society and colleagues with their professional identity related to Recreation field
10	Students must communicate written or verbal in some foreign languages

Contribution of Learning Outcomes to Programme Outcomes 1:Very Low, 2:Low, 3:Medium, 4:High, 5:Very High

	L1	L2	L3	L4	L5	L6
P1	5	5	5	5	5	5
P2	5	5	5	5	4	4
P3	5	4	4	5	5	5
P4	4	5	5	5	5	5
P5	5	5	2	5	4	4
P6	3	4	4	4	5	5
P7	5	5	5	4	5	5
P8	5	5	5	5	4	4
P9	1	3	3	4	4	4
P10	2	2	2	3	4	4

